FORENSICS

Use your keen mind for analysis along with several tools for detecting evidence to gather information about the crime. Afterwards, combine your evidence and use rational thought to create conclusive cases to determine the events behind each death.

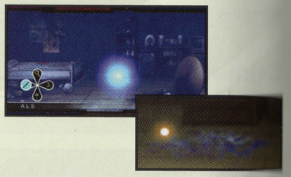
Your purpose in investigating crime scenes is to locate evidence. Tilt the Control Stick left/right to move the camera, and press the A Button to zoom in at the current pointer location. When zoomed in, you can use a number of investigational tools. You start out with just the magnifying glass, but you will gain access to more as the story progresses. To select a tool, tilt the Control Stick in the direction indicated by the Tool Palette.

Magnifying Glass

Point at a suspicious area and press the A Button to examine that spot.

ALS

The ALS, or "Advanced Light Source," allows you to see things that are otherwise invisible to the naked eye. Hold the A Button to use it on a suspicious area; if something shows up, use the magnifying glass to examine it.



Spray

Luminol reacts with the iron in hemoglobin, causing blood spots to visibly glow. Spray the chemical on the area around the pointer by pressing the A Button, then use the ALS on the area to expose traces of blood.

Powder

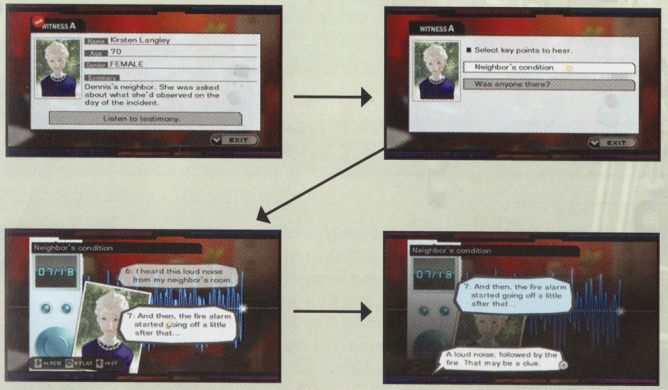
Aluminum powder can be used to detect fingerprints. Press the A Button to apply it on a suspicious area, then use the ALS on the area to expose fingerprints.

Office

Naomi's office will give you access to her computer and voice recorder. You can also save your progress in the investigation by aiming the pointer at the SAVE icon and pressing the A Button.

(NOTE: If the game autosaves at any point, such as after an operation, it will overwrite this save. To load this saved game, select the save file from the Load Data screen.)

Recorder

The recorder contains voice data from recordings of accounts from witnesses in the investigation. Point at the recorder and press the A Button to access its records. Select a witness to listen to by tilting the Control Stick left/right or aiming the pointer at a witness tag at the top of the screen and pressing the A Button. After selecting a witness, point to "Listen to testimony." and press the A Button. A number of key points in the conversation will be displayed; point at one and press the A Button to hear the recording of the witness's account on that topic.

While listening to a witness's account, you can point at each text bubble that appears and press the A Button to see if it is a viable point for further inquiry. Investigating witness accounts will open up new topics of conversation and can lead to discovering new facts to be used during the investigation.